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ICE AGE

On The
World of

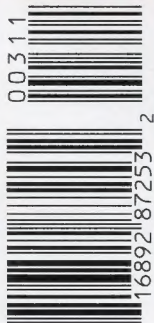
MAGIC

The Gathering™

by
**GOMEZ
KAYANAN
RAMOS**

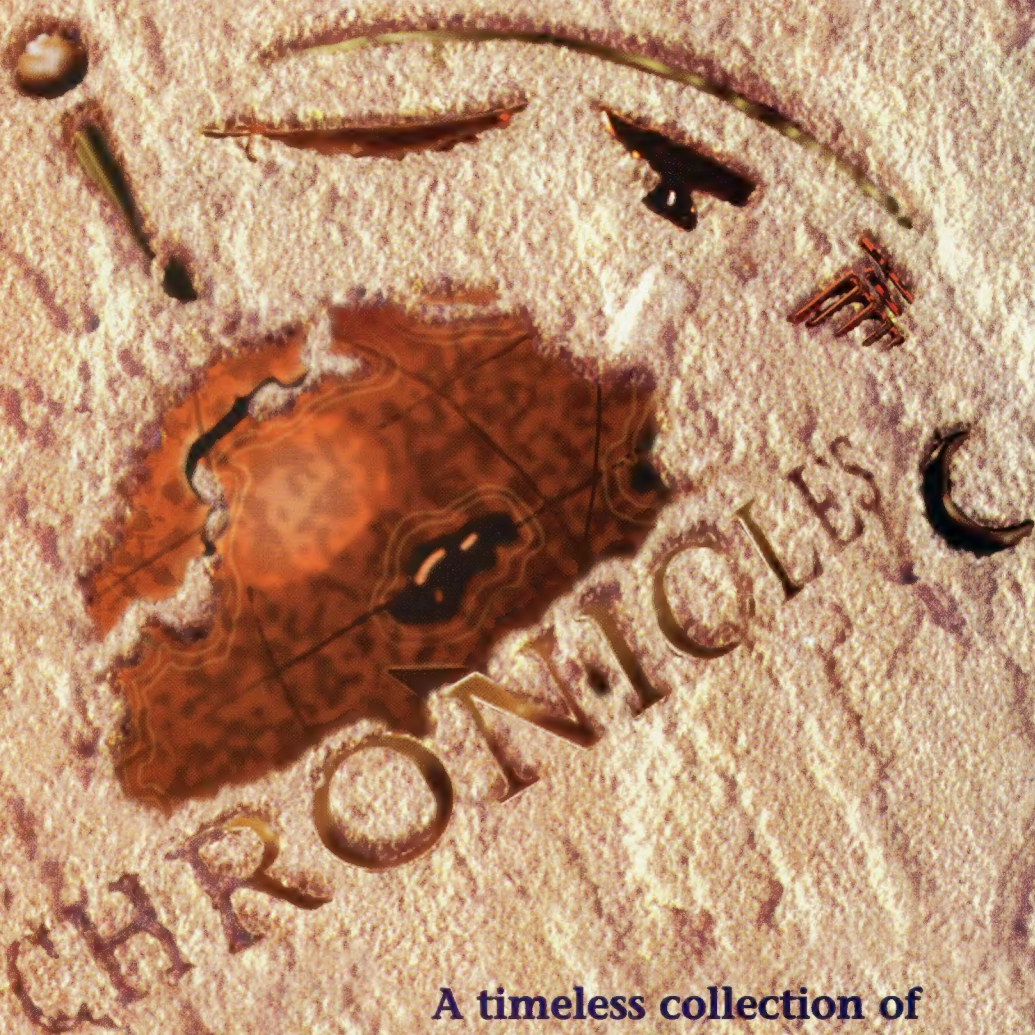


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Orbiting the world of **DOMINARIA** are two moons. One is natural, lighting the evening sky since time immemorial.

The other is a **CONSTRUCT**—no more **GENUINE** than the **DRAGON ENGINES** that destroyed entire cities in the Antiquities War.

During Dominaria's **AGE of ICE**, the Planeswalkers came to call it... the **NULL MOON**.

THIS IS AN
HISTORIC
MOMENT!
WELCOME TO
TEMPLE
FARALYN...
ALL FIVE
OF YOU.

I THANK YOU
FOR **YIELDING** TO
MY SUMMONS. I CAN-
NOT REMEMBER SO
POTENT A
GATHERING.

IT TOOK
COURAGE TO
SET ASIDE YOUR
DIFFERENCES.
I PROMISE, YOU'LL
NOT BE
DISAPPOINTED.

THE SHARD

Arch-Mages.
Wizard Lords.
Gods...

...They are
PLANESWALKERS,
capable of
TRAVERSING the
universe as
easily as stepping
across a room.

KRISTINA
of the
WOODS.

GET ON WITH
IT, FARALYN...
THOUGH, IN LIGHT OF
THE COMPANY
YOU'VE CHOSEN, I
QUESTION YOUR
SANITY--

--TELL US THE
**SECRET OF
THE SHARD.**

LESHRAC,
WALKER OF
NIGHT.



But these five have somehow **LOST** this remarkable ability. For ten centuries, they have been **TRAPPED** within a tiny formation of a dozen worlds--

--And their patience is **EBBING**...

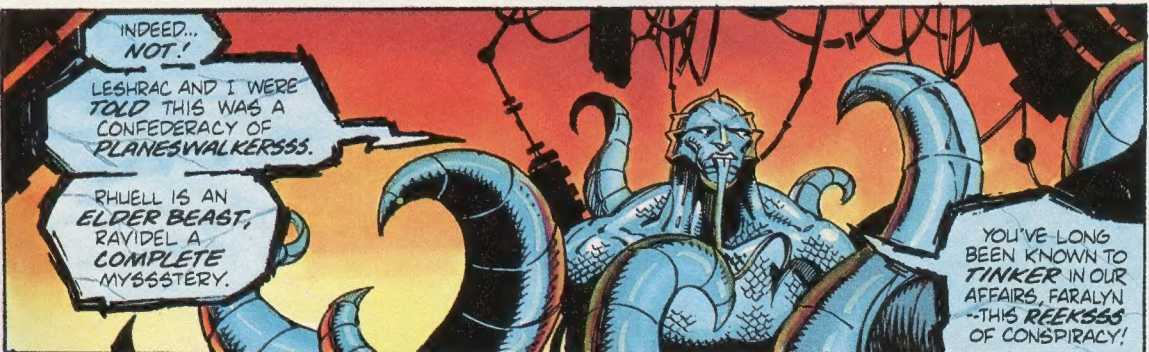
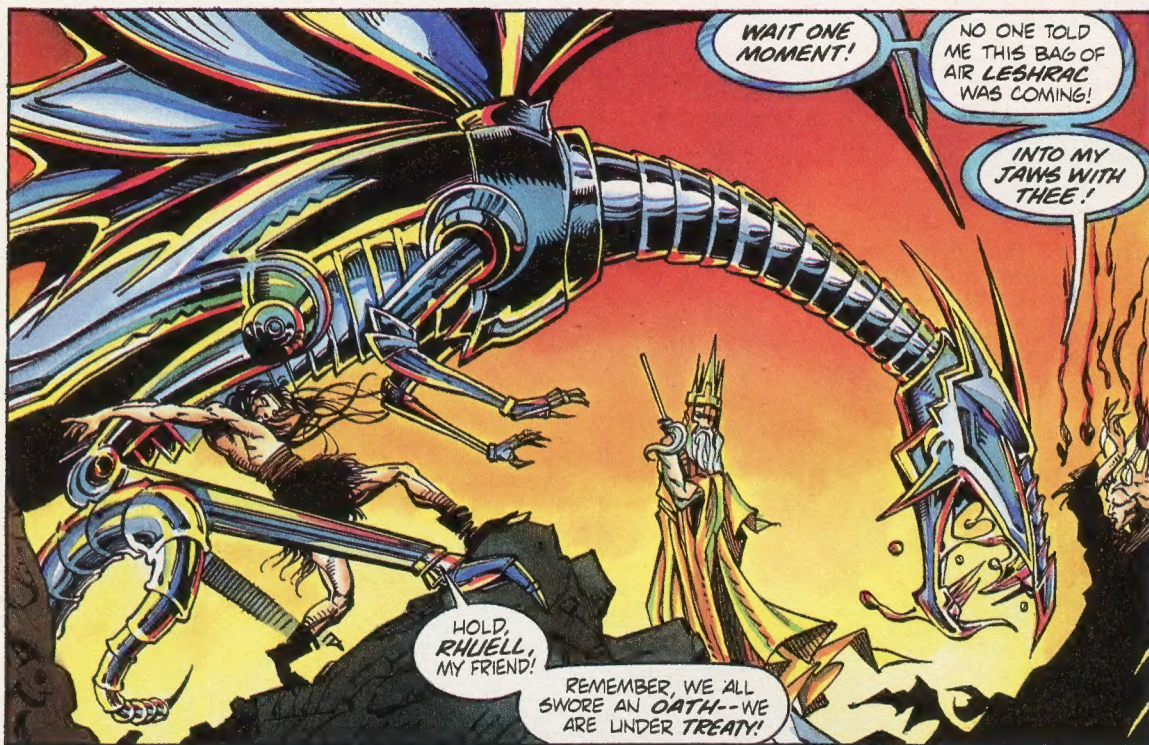
TAYSIR of the PLANE RABIAH.

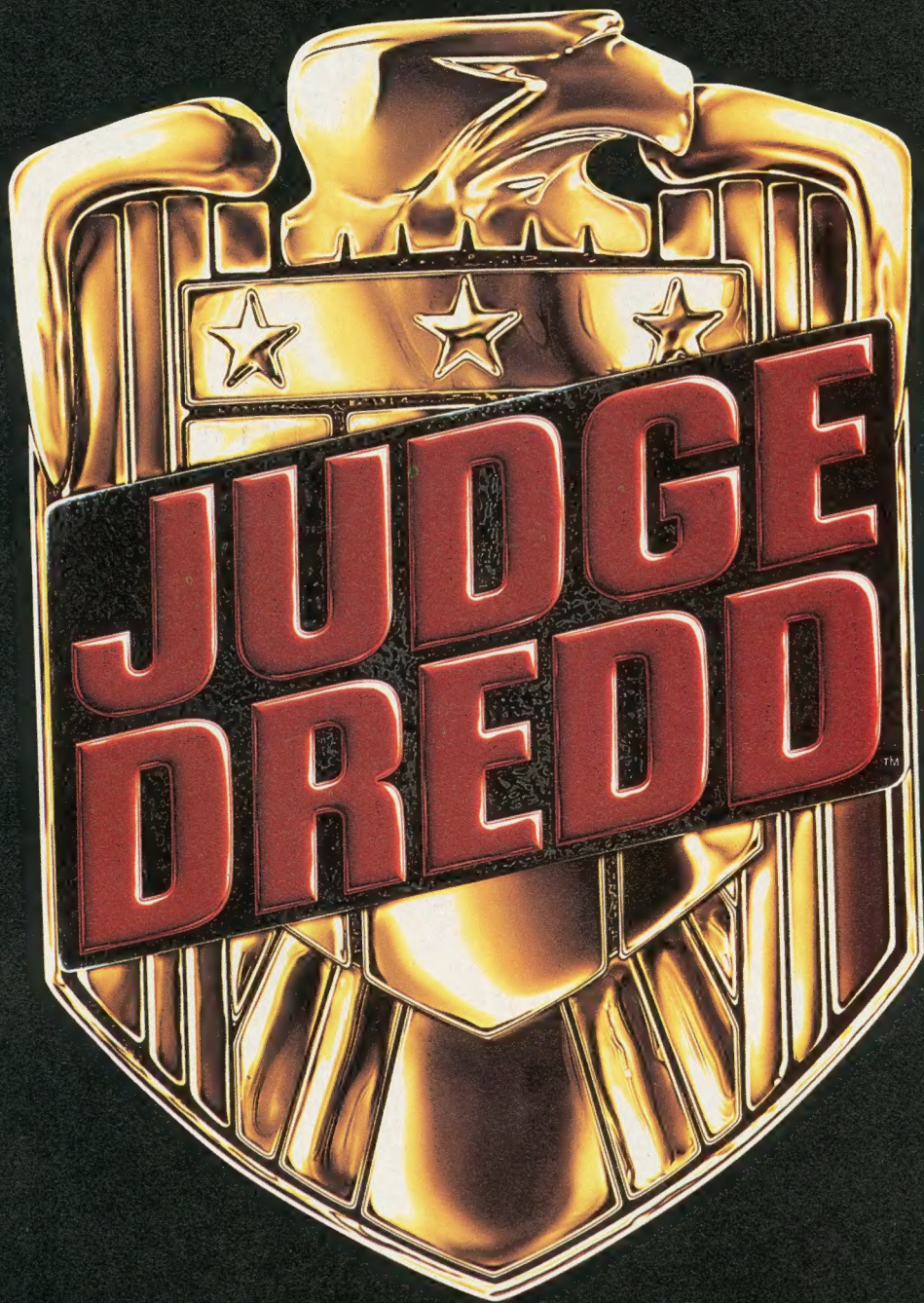
TEVESH SZAT, the DOOM of FOOLS.

FREYALISE.

Writer-Jeff Gómez
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Editor-in-Chief-Bob Layton

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MY MOTIVES ARE
SOUND, SZAT.

WITH THE HELP OF
RHUELL, FREYALISE, AND
MY **SPELLSQUIRE**
RAVIDEL, I HAVE
INVESTIGATED THE
PHENOMENON OF
THE SHARD.

IT'S AS IF A MIGHTY
HAMMER HAS STRUCK
OUR CONTINULUM OF A
TRILLION WORLDS--
AND **SPLINTERED** A
MERE DOZEN INTO
THE **ETHER**!

WE'VE BEEN BEARS
IN A **CAGE** AS COLD
AND FROZEN AS THE
WORLD **BELOW** US...

...AND LOOK AT HOW
WE'VE **CHANGED**!
WE'VE BECOME IDLE
KILLERS! FALSE
GODS, MAD WITH
BOREDOM!

BUT AT **LAST**,
I HAVE FOUND
A WAY OUT!

I MUST HAVE
THE ANSWER **NOW**,
FARALYN-- **GIVE IT**
TO ME!

LINHAND
ME,
"WALKER"!

IF I'VE LOCATED
A **FLAW** IN THE
SHARD, THEN THE
CATACLYSM OF THE
TWELVE
PLANES CAN
BE **REVERSED**.

HE **BUTTERSES** THE
BREAD THICKLY. HOW
LONG TIL THE
SHANDALAR PLANESSS
ARRIVAL?

MORE FROM
WHICH TO
CHOOSE.

WE CAN
HALT
DOMINARIA'S
ICE AGE!

SOON. BUT
WHAT'S HIS
GAME IN
BRINGING SO
MANY, WHEN
ONE OR TWO
WILL DO?

YOU MUST ADMIT,
FARALYN, OUR
HISTORIES ARE
TANGLED AND
SPATTERED
WITH BLOOD.

IT WOULD BE
HARD TO EXPECT
US TO OVERCOME
SUCH
TRENCHANT...
RIFTS.



I DON'T KNOW *MUCH* ABOUT THIS SORT OF THING, BUT I'D LIKE TO VOTE IN *SUPPORT* OF FARALYN'S TREATY.

IF WE'D WORK *TOGETHER* INSTEAD OF TRYING TO *KILL* EACH OTHER ALL THE TIME-- WHO KNOWS?



WE COULD *LAYER* DISCIPLINES-- COMBINE SPELLS...WHAT DO YOU THINK, TAYSIR?



WISE BEYOND YOUR YEARS, AS *USUAL*, KRISTINA--

--BUT I ADVISE *CAUTION*... ESPECIALLY WHERE IT *CONCERNS* LESHAC AND TEVESH SZAT.



FARALYN'S *REASONSSS* FOR CALLING US HERE ARE NONE OF YOUR *CONCERN*, RABIAN.

COUNT YOURSELVES *FORTUNATE* WE CHOOSSSE TO COOPERATE.



I CAN SMELL THE *LIES* ON YOUR BREATH, SZAT.

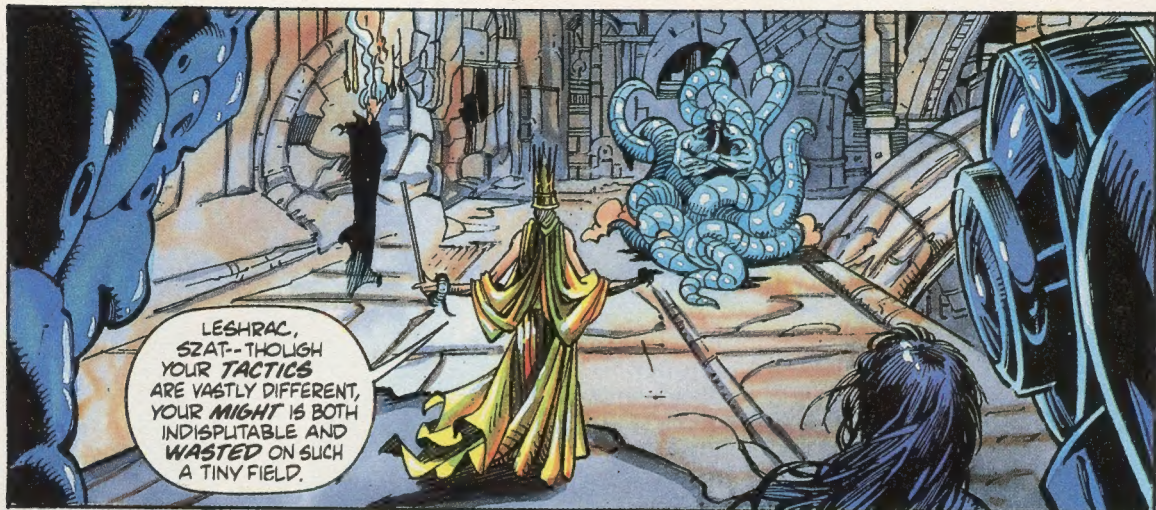


Hmmm.



TAYSIR OF RABIAH-- YOU'VE *LONGED* TO REVISIT YOUR PLANE OF *ORIGIN*... AND SHOW IT TO *KRISTINA*.

KRISTINA... FREYALISE-- THIS WINTER'S END MEANS *REBIRTH*... A GIFT OF LIFE TO THE *MORTALS* WHO'VE COME TO *CHERISH* YOU.



MAGIC

The Gathering

COMICS

**WATCH
THE
CARDS
COME
TO LIFE.
JULY '95
FROM**

ACCLAIM COMICS, INC.



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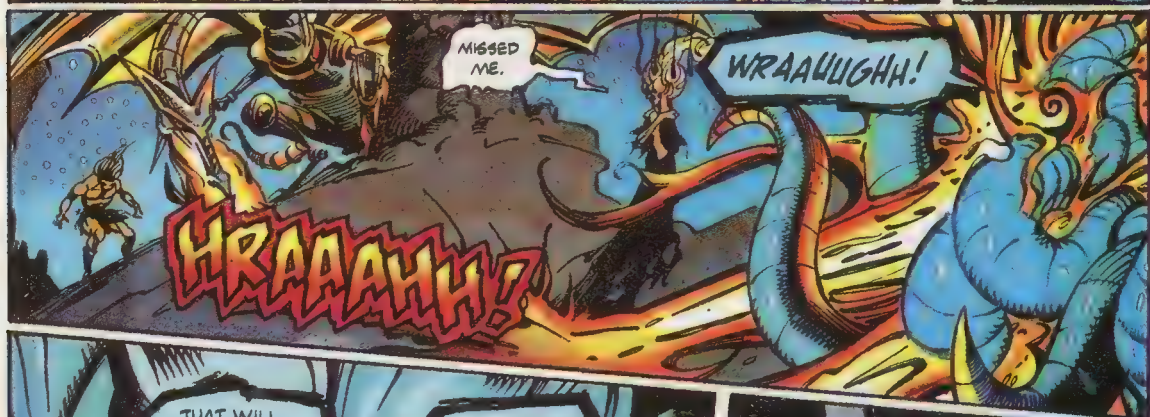


ONE OF
THOSE 'OTHER
REALMS' IS
MINE,
LESHRAC!

I TAKE
DEEP
EXCEPTION TO
YOUR TONE,
VILLAIN.



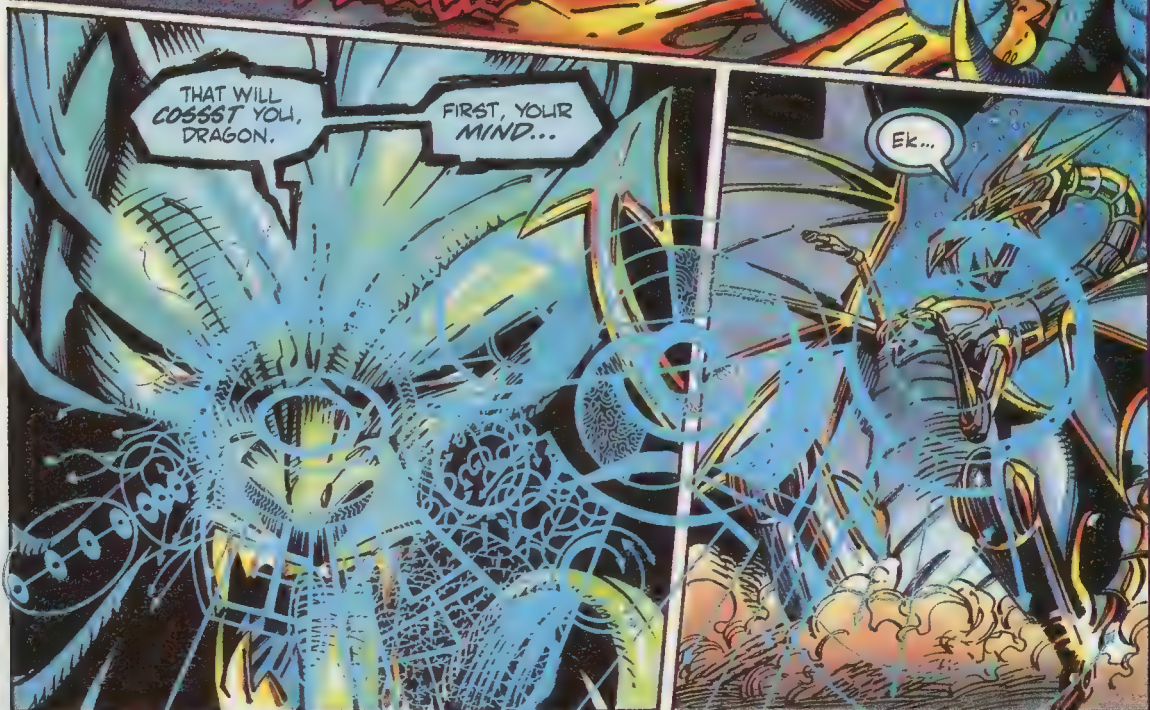
SO
SHOUTETH THE
UPSTART *YOUTH*--
IN PASSIVE WHITE--
ASTRIDE HIS LOVINGLY
POLISHED...
FAMILIAR.



MISSED
ME.

WRAAUGHH!

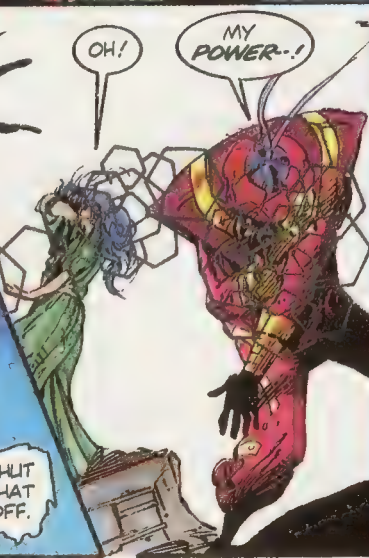
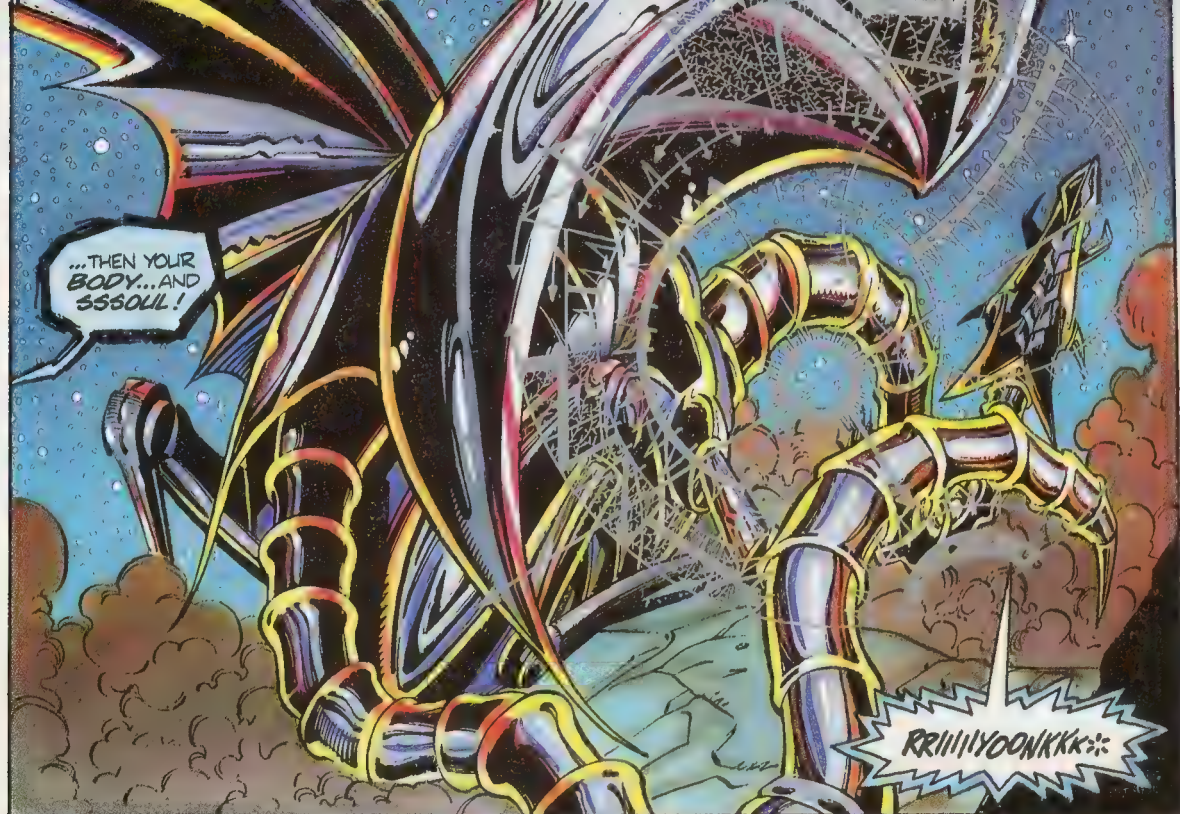
HRAAAHH!



THAT WILL
COSSET YOU,
DRAGON.

FIRST, YOUR
MIND...

Ek...

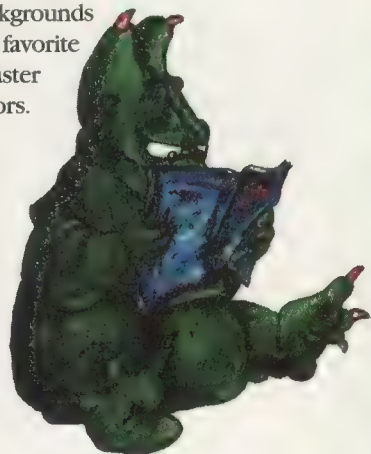


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In the Adarkar
Wastes of
Terisiare, on the
world of
Dominaria...

...LIM-DÜL, enemy of
Kjeldor, is momentarily
DISTRACTED from the
anguish of his exile.

THIS WAS ONCE MY
HOME, DEMON-- MY
CHANCE TO LIVE A
HUMBLE LIFE WITH-
IN THE CONFINES OF
THE SHARD.

YOU DESTROYED IT
ALL, SZAT... FORCED
ME TO HURT MY
FRIENDS.

I'LL CUT THE
DARKNESS RIGHT
OUT OF YOUR
HEART!

YESSS.
STORGARD--
I'D NEARLY
FORGOTTEN!

I SHOULD
THANK YOU,
'ALISE-- MY
CURRENT
PLANSSS CALL
FOR A KINGDOM
RICH WITH
POWERFUL
ARTIFACTSSS.

IN GOOD
TIME, 'ALISE,
BUT FIRSSST,
HAVE A
DRAUGHT
OF ACID.

I FIND IT
CLEANSING...
DON'T YOU?



A BIT
CONFUSED,
GODDESS?

DOES THE VERY
IDEA OF CASTING
A SPELL CAUSE YOU...
DISSCOMFORT?

REMEMBER ME TO
APPLAUD FARALYN
--HIS PLAN WAS
FLAWLESS.

YOU WILL DIE NOW, AND
WE WILL HARNESS YOUR
LIFE FORCE TO CRACK THE SHARD.

THEN, LESHAC AND
FARALYN WILL JOIN
ME IN CONQUERING
THE MANA-RICH PLANE
OF SHANDALAR.

AFTER THAT, I
WILL COMPLETE
A TASK FAR TOO
LONG UNDONE--THE
LITTER
SILENCING
OF YOUR BELOVED
DOMINARIA.

The
Nether
Void.

WHAT
IS IT
TAYSIR?

MANA
MATRIX--A
STOREHOUSE
OF POWER.

SPELLS
ARE MORE
DIFFICULT
TO CAST IN
THIS PLACE.

IT'S
FORTUNATE
I REMEMBERED
TO PACK.

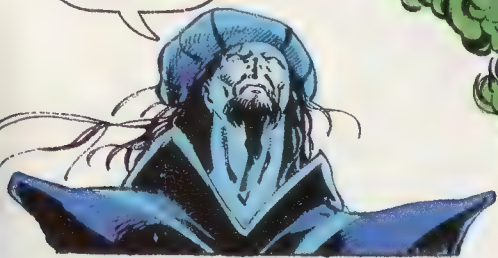
GLORIOUS.
LIM-DUL IS
MISSING
SUCH FUN.

TAKE
COVER! MY
CIRCLES WON'T
PROTECT
US!

MUCH MORE
OF THIS AND WE'LL
BE KILLED.

YOU'VE GOT
TO SHATTER
THE MATRIX,
TAYSIR--MY MAGICS
CAN'T DO IT.

I AM
SLOW-WITTED
AND UNWORTHY,
MY LADY. OF
COURSE, YOUR
WISH--



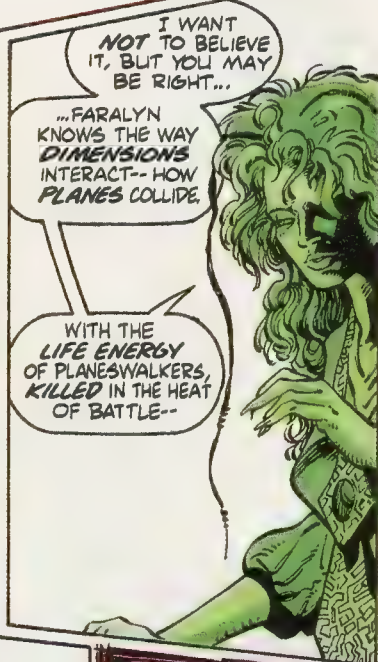
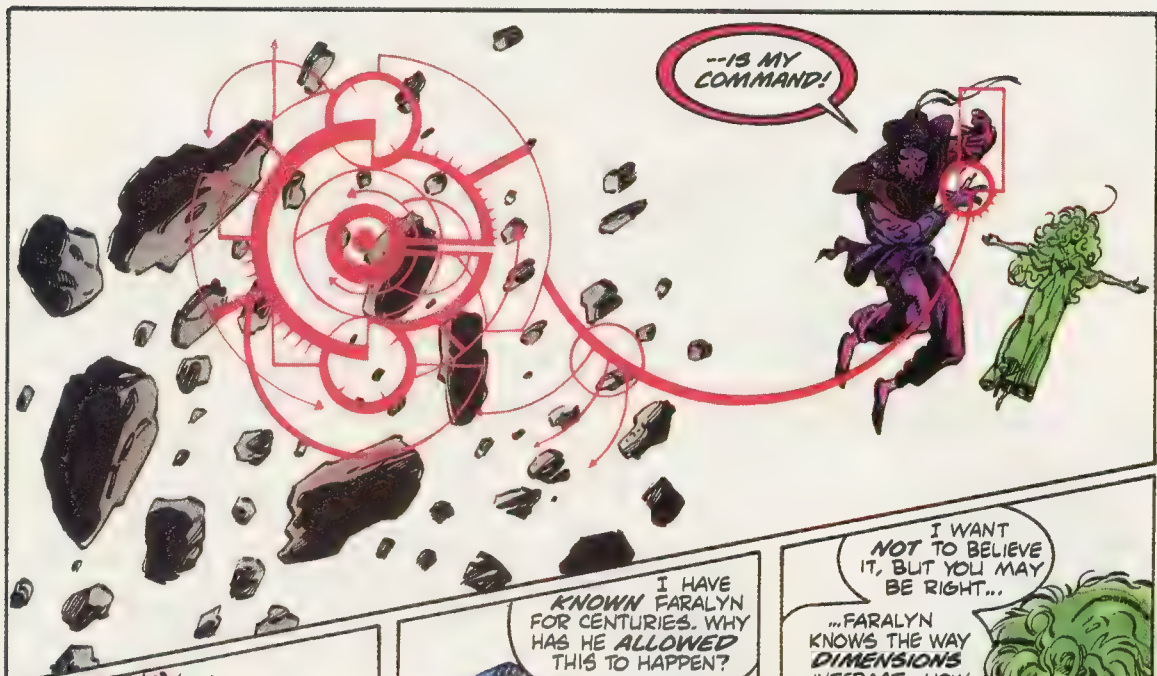


A BLAST FROM THE PAST.

X-O MANOWAR. IN JUNE



**50-X & 50-O: ARMOR VS. ARMOR AS X-O FIGHTS THE NEW AND DEADLY ALLOY.
BY WIZARD® TOP TEN CREATORS BART SEARS, ANDY SMITH & RON MARZ.**

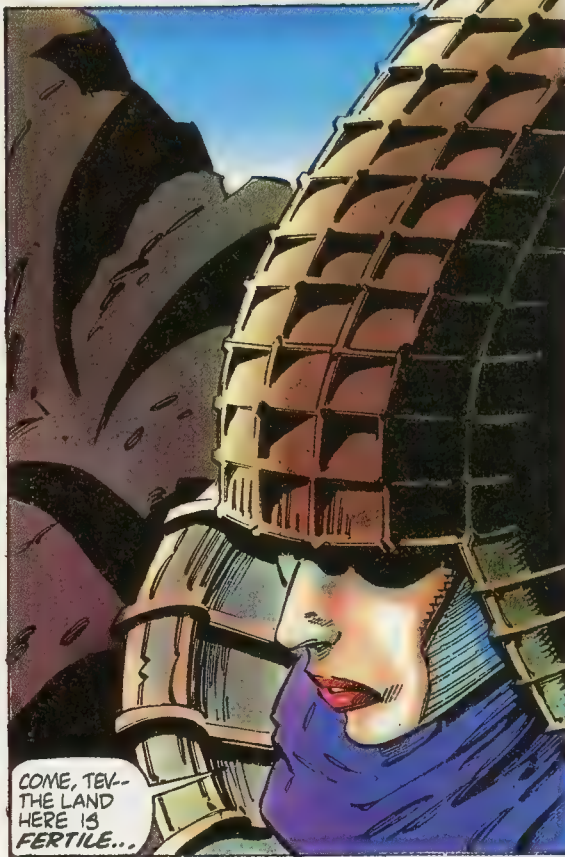
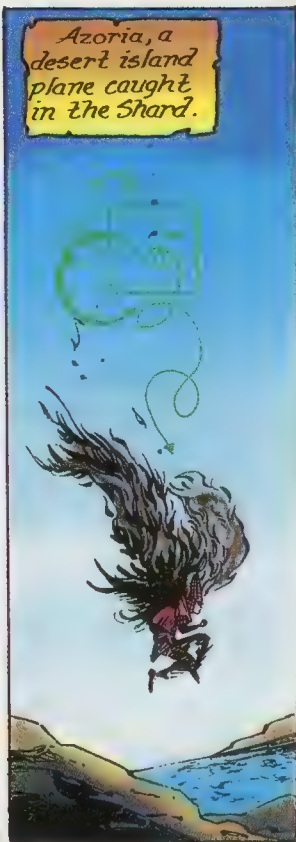


I'M ENDING
THE DUEL NOW,
TAYSIR.

EMBRACE
TRANQUILITY, AND
HOPEFULLY I'LL GET US
BACK TO THE NULL
MOON BEFORE MORE
DAMAGE CAN BE DONE...

Uhhmm...

Azoria, a
desert island
plane caught
in the Shard.



COME, TEV--
THE LAND
HERE IS
FERTILE...

...IT BENDS EASILY TO MY WILL.

ALL THESE CENTURISSSSS AND STILL YOU HOLD BACK, FREYALISE-- WHY?

DO YOU FEAR YOUR OWN... POTENTIAL?

FINALLY,

SZAT...

...A POINT WELL MADE.

BOOM!

THE ISLANDSSS--!

YOU'VE DESTROYED THEM ALL?!

...A POINT
WELL MADE.

HUNT OR BE HUNTED.

TUROK. IN JUNE.



**31 & 32: ALL OUT DINOSAUR WAR IN THE LOST LAND.
BY TIMOTHY TRUMAN & PAUL GULACY**

The Null
Moon.

SURPRISED
TO SEE US
ALIVE,
FARALYN?

TALK FAST,
TURNCOAT--
OR FACE
RABIAN
JUSTICE!

NO NEED
FOR THAT NOW..
THE **JUNCTURE**
BEGINS

MY LORD--
WHAT ARE YOU
DOING WITH
RHUELL?

MOON-
QUAKE!

Azoria.

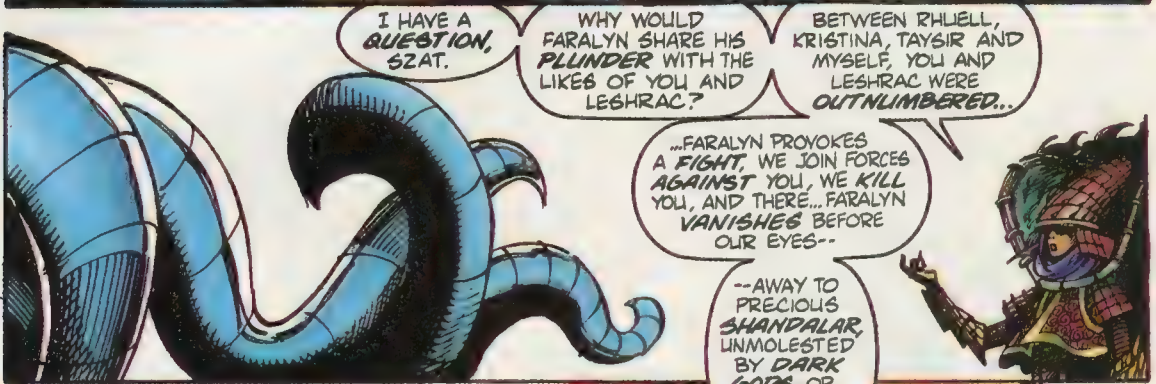
Dominaria.

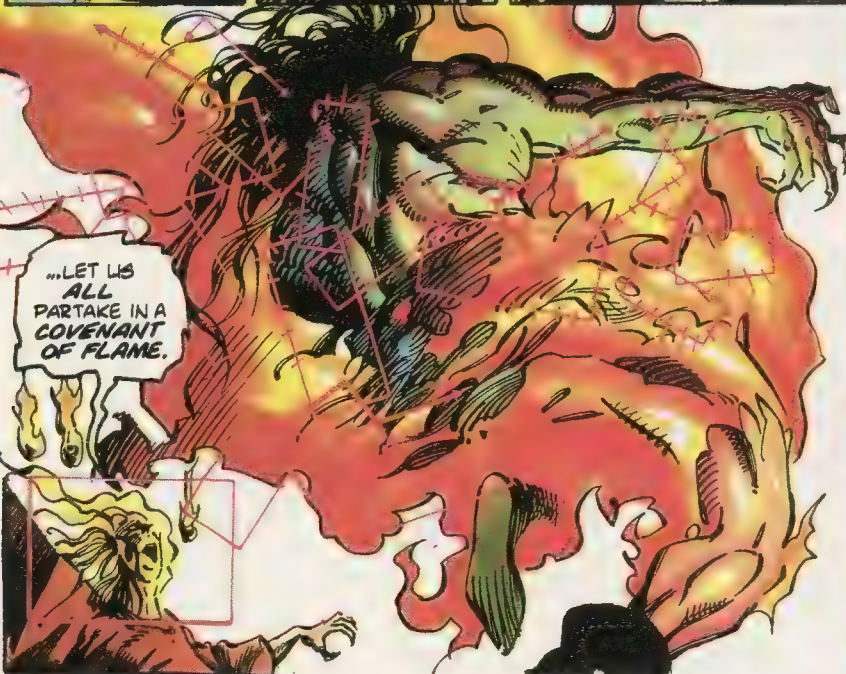
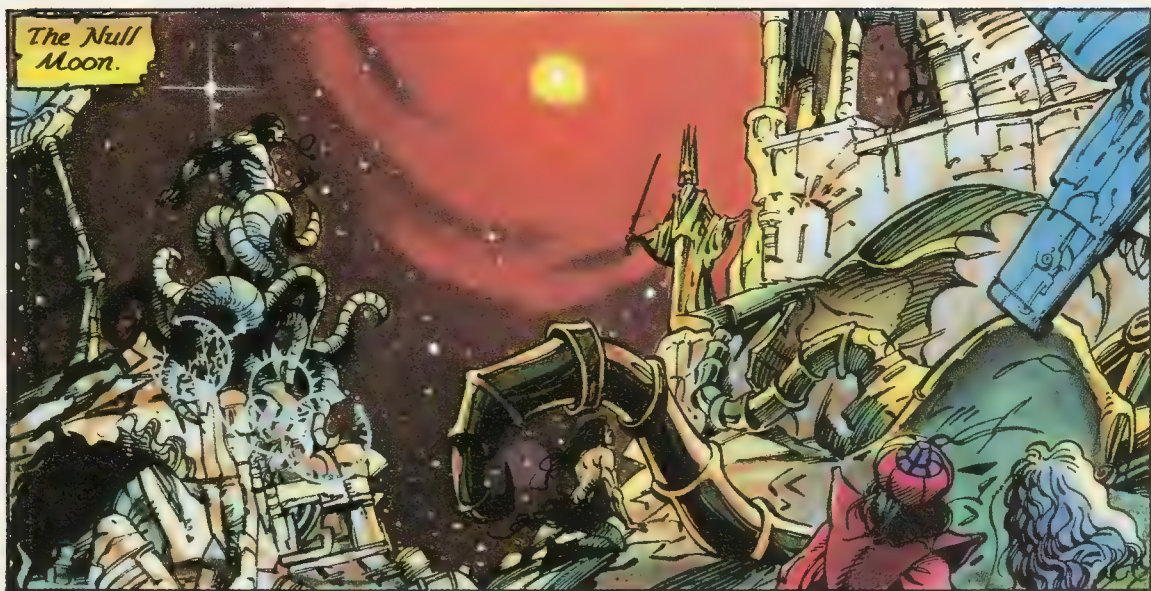
FREEDOM!

A
JUNCTURE...!

...SHANDALAR!...

AND WOE
TO THOSE WHO
LOCKED ME
AWAY!







ENOUGH!

RAVIDEL WAS
PURE AT HEART--
A STUDENT OF THE
PLAINS.

CONFOUND
YOU, LESHAC!



HIS
RAGE WAS
OUT OF
FRIEND-
SHIP! YOU
DIDN'T HAVE
TO KILL
HIM!



I'M SORRY,
MY ANGEL.
YOUR
JOURNEY
MAY HAVE
JUST ENDED.

...BUT WITH
YOUR LIFE
FORCE, MINE
IS SET TO
BEGIN.



THIS
COUNCIL IS
ADJOURNED!

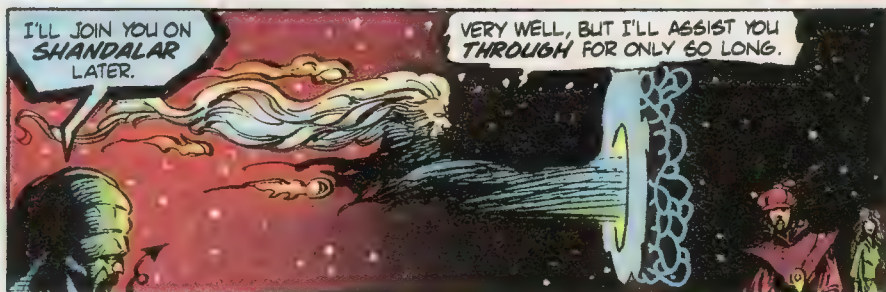


SHEER
GENIUSSS.

FOLLOW ME,
SZAT-- I
FEEL A DEEP
VENGEANCE
COMING ON.



GO AHEAD,
FARALYN'S
CORRUPTION
REMINDS ME...I'VE
UNFINISHED
BUSINESS ON
DOMINARIA.



I'LL JOIN YOU ON
SHANDALAR
LATER.

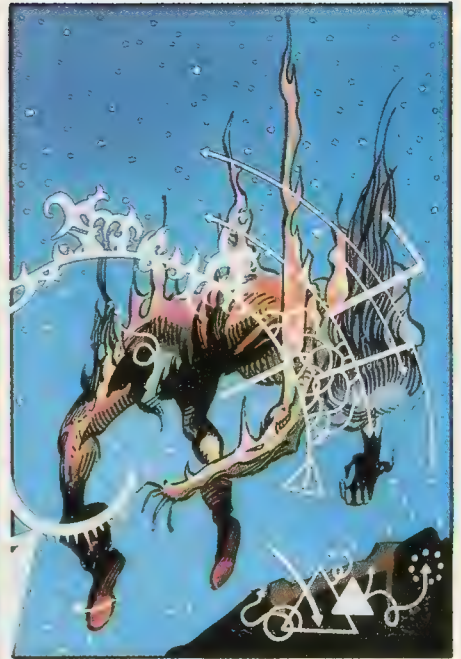
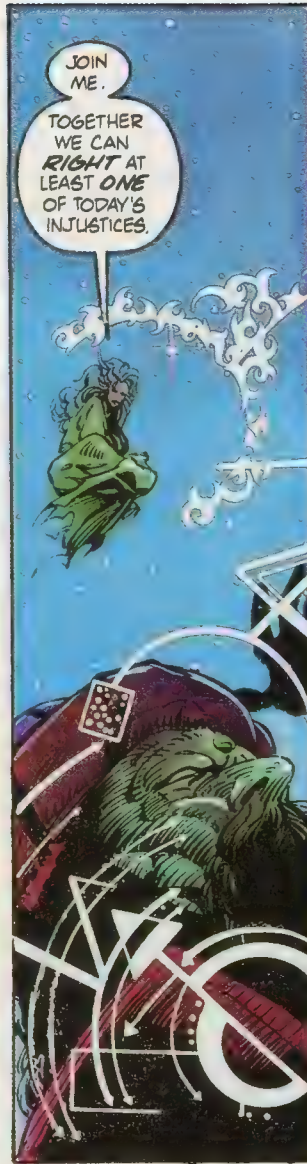
VERY WELL, BUT I'LL ASSIST YOU
THROUGH FOR ONLY SO LONG.



THIEVING
MURDERERS!

WE MUST
GO AFTER
THEM WHILE WE
HAVE THE
CHANCE!

NO,
TAYSIR--



Dominaria.

WE COULD
LAYER
DISCIPLINES...
COMBINE
SPELLS...**YES,**
KRISTINA, PLAIN
AND WISE--

--WE WILL
DO THIS.

FOR THE
WHEEL **MUST**
TURN... THE
PUNISHMENT
MUST
STOP--

--THIS
ICE AGE
MUST
COME
TO AN
END!

To be
concluded.

ICY MANIPULATIONS

ADDRESS ALL LETTERS TO:

ICY MANIPULATIONS
Jeof Vita - Asst. Editor
c/o ACCLAIM COMICS
275 Seventh Avenue
New York, N.Y. 10001

You know what they say, "Neither snow, nor rain, nor heat, nor gloom of night..." So on with the letters!

Some quick thoughts on the first issue of Ice Age on the World of Magic: The Gathering. Boy, you guys just love your long titles, don't you?

So far, I find this series just as impressive as the first issue of your companion title, Magic: The Gathering: The Shadow Mage. I'm coming into Magic somewhat cold, not being a fan of role-playing games...but well-put-together comics will win me over every time!

As a result of my not having any prior exposure to the concept, I find myself not being completely clear on who's who and what's what on the world of Dominaria. This is why the text pages in the books so far have been enlightening and welcome. Thanks for putting them in, so I can keep up!

These are quickly shaping up to be the most impressive comics to hit the market since Elfquest debuted. That's very strong company to be in! Take pride in that, and keep weaving that Magic!

David Peattie
Concord, CA 94521

Strong company indeed, David! Thanks for the compliment. I'm sure that Shawn Carnes appreciates your using his Seer's Analysis to keep up with the fantastic world of Dominaria. Who knows, we might make a Magic player out of you yet!

Armada and Wizards of the Coast—I have only one thing to say, "Can it get any better than this?"

I have been playing Magic for about one year, and each product

Wizards of the Coasts has released has been better than the previous one. However, after reading Ice Age #1, the only thing I can hope for is that the second issue is as good as the first.

With all the rumors circulating about the Ice Age expansion cards, I automatically set great expectations for it. The comic book only further whetted my appetite. The artwork was fabulous, in typical Armada style, and the story was terrific, in typical WotC fashion. What an awesome combo!

Hats off to Kayanan and Gómez! They took the idea of the Ice Age and pumped life into it, making it both visually and mentally stimulating.

Once again, congrats on a great premier issue. If the other issues are anywhere near the caliber that Ice Age #1 was, I am going to be a very content reader.

Tim Wharton
Fremont, CA

Thanks, Tim. John Tynes of Wizards of the Coast has worked hard to insure tight continuity between our comics and the cards. This is not an easy thing to do, since the Ice Age expansion won't have come out until the last issue in this miniseries (Ice Age #4) is ready for release in June.

So far I've picked up Ice Age #1 and Shadow Mage #1 and #2. They're pretty cool! (What's the deal with Tevesh Szat's tongue?) You did a good job in transition from card to magazine, and your Hurlon Minotaur rules!

I noticed that Jason from Ice Age #1 has the same last name as Adam and Jared Carthalion from The Shadow Mage miniseries. Are we going to learn more of the Carthalion family history?

Matt Shepherd
Hampton, VA 23664

You've got an eagle eye, Matt! The Carthalion lineage is long and colorful. Our researchers here at Armada have been able to trace the Carthalion ancestry as far back as the Antiquities War! While readers won't be seeing Carthalions in every Magic comic, you can be sure that when one of them pops up, there'll be plenty of action! Jaeuhl Carthalion (Jason's great-great grandson) is a novice Knight of Kjeldor who must face the wrath of Tevesh Szat in Ice Age #4, and Jared embarks upon a fateful journey in the sequel to the Shadow Mage miniseries, Magic: The Gathering — Wayfarer, coming this summer!

I bought the Ice Age comic, hastily opened it, carefully read it (several times in fact), and was instantly hooked! All I can say, besides "How cool!" is that it's great! You did a fantastic job. Creatures and spells flying everywhere; I couldn't wait until the next page! The stories parallel the rules of the game exactly! This is the best! In the comic, one thing I thought was really neat was the correlation between the stones Onyx, Pearl, Ruby, Sapphire, and Emerald to the five Magic colors. The plot was twisted, the characters incredibly varied, and the combat totally cool. I'm looking forward to #2!

Keep up the good work, and stay COOL! (Stupid pun!)

Ryan Olson
Englewood, CO

We're glad that you enjoy the parallels of between the stories and the game itself, Ryan. If you like creatures and spells flying around everywhere, wait until you see what we have planned next—we had John Tynes and the staff at WotC working

over-time on a pair of fantastic spell combinations for next issue.

Recently, I showed my wife the Magic: The Gathering card game, and comics. This woman doesn't play anything outside of Ms. Pac Man and Monopoly, but once she caught onto the scenario, she was as hooked as I was. That's saying a lot! I hope other couples read your comics and enjoy them as much as we do.

Waymond & Angie North
Coffeyville, KS

We'd like to think we've got such a strong female following because of both WotC's and Armada's portrayal of women in Magic. Freyalise, Zaraya, Kristina, Liana and Tymolin Loneglade are just a few of the powerful woman heroes we've showcased. We've also got stories by "Star Trek" writers Hilary Bader and Susan Wright, and cover art by Melissa Benson coming up.

Congratulations on Magic: The Gathering—The Shadow Mage and on Ice Age on the World of Magic: The Gathering. I am a huge fan of the card game, and when I heard about the release of

the new comic book series I was the first one in line to get my copy. Anyway, in my opinion you guys did an excellent job. I love that the comic is based directly on the card game. I have read and used the tips that you included in the back of each issue. Great job on Seer Analysis, Shawn Carnes!

Why not start an M:TG fan club? It would work out great. Members would get membership cards and a quarterly newsletter containing tips about the game, information about upcoming events such as tournaments, and previews of upcoming cards and comics.

Alex Brasfield
San Francisco, CA

Another round of Kudos to Shawn Carnes! About the fan club: all the perks you mentioned are available when you join Wizards of the Coast's Duelists Convocation. For more info, write to WotC at P.O. Box 707, Renton, WA 98057.

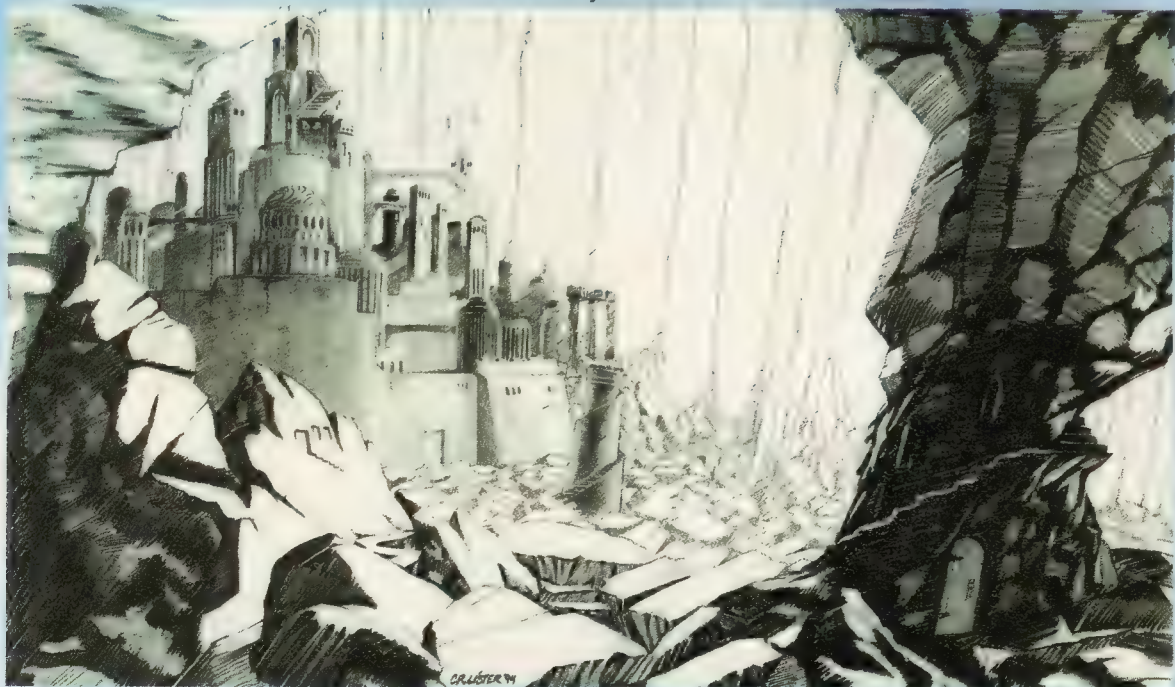
Frankly, before I discovered your comic book, I didn't know that a game called Magic: The Gathering existed. It's about time that someone created a comic that is based on pure and untainted fantasy.

I hope you can expand the world of Dominaria a little further. I would also be interested in seeing more mythical creatures doing battle. As for the duels and spell exchanges, they are really awesome. Just keep them up and we'll keep up with you.

Gerald L. Cua
Sta. Cruz, Manila
Philippines

Another vote for more spells and creatures, and this one came all the way from the Philippines! Just about half of the letters we've gotten via snail-mail have been from people who've never played Magic: The Gathering! A lot of you are considering picking up a deck and some booster packs and trying out the game, and we think that's great! For those of you who haven't tried it, remember, playing Magic is not a prerequisite nor a requirement in order to enjoy our comics.

By the way, if you'd like more information about Terisiare, Kjeldor, and many of the other lands depicted in our stories, be sure to look out for the Worlds of Dominia atlas, coming out later this year from Wizards of the Coast.



The Glacier Kingdom of Storgard, in all its grandeur at the height of the Ice Age. Compare Armada Designer C.R. Lister's depiction of this artifact rich empire with the advanced state of the glacier Raynor in Ice Age #1, as well as its collapsed remains (Kjeldorans now know the site of Storgard as Soldev), next issue.

Seer Analysis

By Shawn
F. Carnes

Hello once again, planeswalkers! This time around, we take a look at Ice Age #3, "The Shard," and it features some exciting dueling action from the era's most notable planeswalkers. When people with this much power converge in one place, the action is sure to get fast and furious. As always, I'm here to call the magical shots as they happen. There's a lot to cover in this issue, so without further delay, let's get on with it!

Six planeswalkers and two other powerful figures assemble for what is known as the Summit of the Shard, which is being held on the Null Moon, an artificial satellite which orbits Dominaria. We've seen Leshrac, Tevesh Sztat, and Freyalise in previous issues. The new ones include Kristina and Taysir, as well as the **Chromium Dragon**, Rhuell, and his keeper, Ravidel (Hey...he looks familiar!). They have all been called by Faralyn, who, it turns out, has been watching too many Quentin Tarantino movies!

In general, planeswalkers are solitary, powerful beings who typically view other planeswalkers as a threat not only to their power, but to their general existence. Such a meeting naturally exposes old grudges. Still, all seem to hold back their power initially for the purpose of finding out why the Summit has been called.

Interestingly, one of Faralyn's closest allies fires the first shot. Rhuell breathes a blast of electric-fire at Leshrac, after Leshrac makes a final insulting comment. (Calling a dragon someone's "familiar" is sort of like calling him a lap dog.) Leshrac dodges the blast and instead it strikes Tevesh Sztat. This breaks down any chance of a peaceful resolution, and the combat en masse begins.

Right off the bat, Tevesh Sztat uses an interesting combination to eliminate a seemingly unbeatable foe. With **Thoughtlace** cast to cut any connection Rhuell has with Black mana, Tevesh Sztat follows through with **Terror**, bringing down the mighty **Chromatic Dragon**. This, in itself, is a great tactic to use in any duel. It doesn't matter whether a creature that a planeswalker summons is a 1/1 or a 10/10—**Terror** gets rid of them just the same. If the creature is a Black one and protected from those effects, **Thoughtlace**

turns it into a Blue creature, making it a valid target. A clever move, Sztat!

The action gets hectic now, as old rivalries explode! First, Tevesh Sztat and Freyalise find themselves on a hill in the Adarkar Wastes, back on Dominaria. Their words break down into fighting as Freyalise casts **Lifeforce** to stunt Tevesh Sztat's Black spell ability. This means little, however, when Tevesh Sztat draws upon his Blue magic to cast **Acid Rain**, to neutralize the source of Freyalise's Green power. Once again, this is a nifty tactic to use in combat. It is more effective to eliminate the source of your opponent's mana, as opposed to merely controlling whether or not he or she can cast a certain spell. With Freyalise's Green mana gone, the **Lifeforce** is all but useless. Sztat follows up on his mana assault with **Mindtwist**, negating any spells Freyalise might have memorized, and **Underworld Dreams**, making Freyalise suffer great pain, even if she can get a spell off. The advantage at this point is in Tevesh Sztat's favor.

Let's shift the action back to the Null Moon as Leshrac squares off against Kristina and Taysir. Taysir casts **Circle of Protection: Black** and **Holy Light**, reducing the power of non-White creatures, and preventing any targeted damage from affecting himself. In response, Leshrac casts **Nether Void**, pulling the trio into some sort of pocket dimension, and making all their spells much more difficult to cast. Leshrac then produces a **Mana Matrix**, which allows him to cast spells in the **Void** with less difficulty, giving him the edge here.

The **CoP: Black** doesn't prevent Leshrac from doing some damage to Kristina and Taysir via **Meteor Shower**, a Red spell. Taysir, proving he's no slouch, quickly blunts Leshrac's edge by getting off a **Shatterstorm** spell, destroying the villain's **Mana Matrix**.

As Kristina and Taysir debate Faralyn's orchestration of the combat, Taysir casts **Karma** (with some help from Kristina's mana) to wreak havoc on Leshrac's dependency on Black. Kristina, having the most level head of them all, casts **Tranquility**, negating the **Nether Void**, but removing the

Karma as well. They all reappear back on the Null Moon, with Leshrac a bit worse for the wear.

Meanwhile, the struggle between Freyalise and Tevesh Sztat moves to Azoria, the Shard's Desert Island Plane. Freyalise tries to cast **Sandstorm** the moment she sees Sztat, only to be countered by Sztat's **Mana Drain**. Sztat now has a lot of mana at his disposal. Freyalise comes back strong, however, with a **Typhoon** spell, inflicting harm upon Sztat for all the islands he controls. Moments later, they both come to the realization that the Summit was just an orchestrated attempt by Faralyn to break free from the Shard and claim a thirteenth plane, Shandalar, for himself. Tevesh Sztat pays Freyalise in full for her wisdom with a **Soul Burn**, injuring her horribly, before he flees from the duel. It would seem their conflict came to an end with Tevesh Sztat emerging on top.

By the way, Lim-Dûl (remember him from last issue?) escapes from his stony prison on Dominaria because of all the cosmic chaos. I'm sure he'll be back to exact his own vengeance!

Back on the Null Moon, Faralyn is indeed trying to open the plane with the death energy from Rhuell's corpse. Tevesh Sztat reappears and brings Leshrac back to his senses. Ravidel, still consumed with rage over the loss of his friend Rhuell, attacks Leshrac. Without a second thought, Leshrac casts **Covenant of Fire**, bringing fiery harm to all present, and killing Ravidel outright. More chaos ensues, and Faralyn and Leshrac escape into the dimensional rift to Shandalar.

The coup de grace of the issue happens when Kristina and Taysir bring Ravidel back from the dead, courtesy of a **Resurrection** spell. Ravidel responds to his saviors with rage! Even if he was a pawn in a cosmic game of chess, he wanted no one to second-guess his fate. Readers in the know might agree—perhaps they should have left well enough alone.

WOW! There's a going on in this issue. It's a sure bet the war isn't over, but you could also wager everything will culminate in next issue's grand finale. So join me for the last issue of ***Ice Age on the World of Magic: The Gathering***.

Until next time, happy dueling.

NEXT ISSUE

Ice Age on The World Of Magic: The Gathering #4

The conflict between Tevesh Szat and the Carthalion family comes full circle. The Planeswalker Freyalise calls upon Jason Carthalion's great-grandson, a powerful Knight of Kjeldor, to journey to the forbidden ruins of the Glacier Kingdom to engage the demon in one final battle.

Meanwhile, Freyalise recruits Sir Zaraya and the Druids of Fyndhorn to launch an epic campaign to end the Ice Age once and for all!

Included in this issue are official Magic: The Gathering creature tokens for use in your Magic duels.



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COMING IN JUNE

Magic: The Gathering The Shadowmage #4

Having fled the fallen city of Arathoxia, Jared Carthalion makes peace with his Spellsquire, and finally embraces his quest of vengeance against the Planeswalker, Ravidel. But Jared himself is not yet a Planeswalker! Can even a Black Lotus and the last volley in his father's Spell Trove defend the Shadow Mage against the secrets of his own dark heritage?

The painted cover is by Val Mayerik, and included in this issue are official Magic: The Gathering creature tokens for use in your next Magic duel!



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Magic: The Gathering Fallen Empires #2

With his sister Tymolin's life in the balance, Tev Loneglade becomes embroiled in a battle between Trokair's insane Farrellites, and the mysterious Order of the Ebon Hand. The fearsome results threaten to throw down Sarpadia's greatest kingdoms.

This issue's tragic conclusion has long-lasting ramifications for many Armada Magic books, and leads into the **Ice Age on the World of Magic: The Gathering** miniseries.

The cover is by Magic artist Anson Maddocks, and this issue includes even more official Magic: The Gathering creature tokens.



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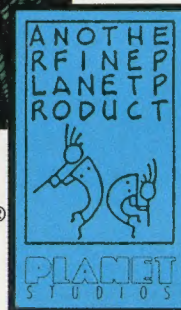
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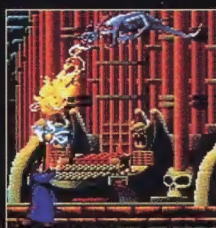


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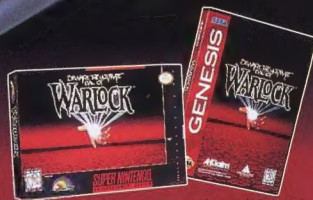
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